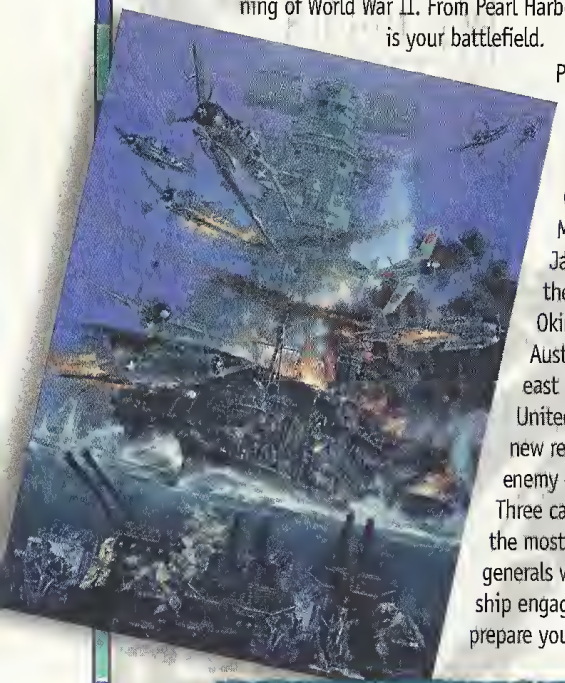
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KIDS TO ADULTS K-A AGES 6+

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SEGA SATURN

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Winning Post

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This game has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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- Do not leave it in direct sunlight or near a radiator or other source of heat.
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Music by Producer Yoichi Yamazaki, Producer/Arranger Satoshi Arai, and Arranger Masahiro Hayashi.

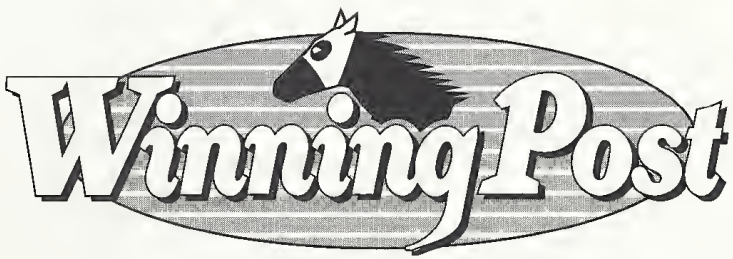
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INTRODUCTION

THE WINNING POST WORLD

The player will role-play as a horse owner to dominate Japan's main races and aim to win the most prestigious race in the world called the "French Grand Prix" in France.

GAME SUMMARY

The game begins in 1997. The game proceeds throughout the year one week at a time. One week is divided into Weekday and Weekend commands.

With the Weekday commands visit the stables and farms to gather information on the horses and other elements about horse racing (see Weekday Commands, page 11). Enter your horse for the races with the Weekday commands. After the following year, you may purchase a foal at the auction or by negotiating with other Owners.

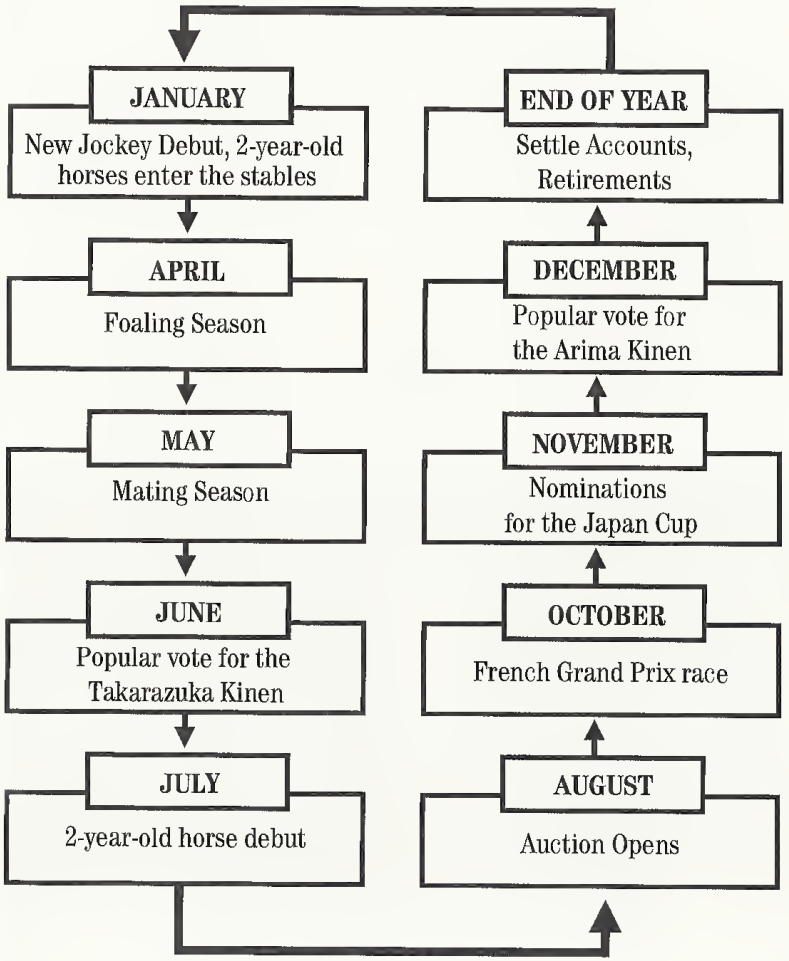
With the Weekend commands watch the races and place bets (see Weekend Commands, page 27). If your horses places in the top five, you will receive money from the purse.

At the end of the month, you must pay a deposit to the stable. The game will end when you have gone bankrupt and do not have enough money to pay the deposit. At the end of the year, the best horse will be recognized.

Weekly Game Flow



Yearly Game Flow



BREEDING STRONG HORSES

Buy a farm when you finally accumulate money. Once you have a farm, breed your foals and sell them at auctions to generate income. You can also retire a race-horse to a farm for breeding. Use this individual farm-style management to breed strong horses and succeed as Japan's, or even the world's best horse owner.

YOUR GOAL

When you have a horse in good standing, you can enter the Grade 1 French Grand Prix race in October at the French Longchamps Racetrack in Paris, France. The horse that wins this race will have the title of the strongest horse in the world. If your horse wins, a victory ceremony will be held. English, French, European, and American horse Owners will enter their horses in this 1 1/2 mile competition.

GAME OVER

The game will end when you have gone bankrupt. To resume play, you must start over from the beginning or load a saved game.



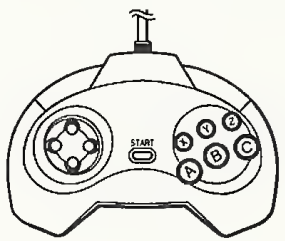
KEY TO PLAY

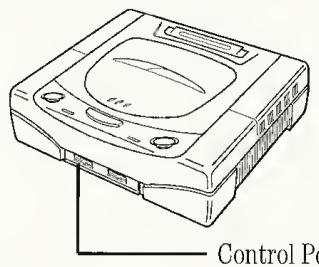


1. Make sure the power is turned OFF.
2. Open the CD drive door and insert the WINNING POST CD, with the label facing upward.
3. Close the door and turn the game system power ON.
4. The introduction will begin. Push the START Button to skip to the start-up menu.

THE CONTROL PAD

Plug the Control Pad into Control Port 1. You may change between the Control Pad and the Saturn Mouse during the game (see Options, page 17).





START Button

- View the Options menu.
- Skip through the game set-up.

Button A

- Flip through pages of information.

Button B

- Cancel a selection.
- Answer NO to a question.

Button C

- Enter a selection.
- Answer YES to a question.

Directional Pad

- Scroll through command menus.

SELECTING ITEMS IN A LIST



Use the Directional Pad to highlight a selection and press Button C to enter the selection or press Button B to cancel the selection. When all items do not fit in one window, a scroll bar will be displayed to the right of the data. Press the up and down arrows on the Directional Pad to scroll the data one item at a time. Press the left and right arrows on the Directional Pad to scroll the data one page at a time.

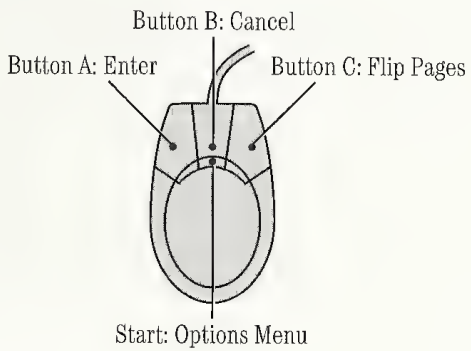
FLIPPING THROUGH INFORMATION



When a yellow triangle appears to the right side of the window, press Button A to view another page of information.

THE SATURN MOUSE

Plug the Saturn Mouse into Control Port 1. The following is the default setting of the Saturn Mouse.



Button A

- Enter a selection.

Button B

- Cancel a selection.

Button C

- Flip through pages of information.

Start Button

- View Options menu.
- Skip through game set-up.

SATURN MOUSE SETTINGS

Change the Saturn Mouse settings with the command "Control"in the Options menu (see page 17).

Saturn Mouse Speeds

Change the speed of the Saturn Mouse. There are five Saturn Mouse speeds:



slow moderate normal quick speedy

Selecting the Saturn Mouse Button Settings

Change the control of the Saturn Mouse buttons. There are six pre-set settings to select.

SELECTING ITEMS IN A LIST

Move the Saturn Mouse to select an item in a list. Press Button A (or Enter) to enter a selection and press Button B (or Cancel) to cancel a selection. When all items will not fit in one window, a scroll bar will be displayed to the right of the data. Click on the up down buttons of the scroll bar to scroll through the data. Flip one page at a time by placing the cursor at the bottom of the black bar and pressing Button A (or Enter).

ANSWERING YES OR NO

Move the Saturn Mouse to the YES or NO markers and press Button A (or Enter) to answer YES and press Button B (or Cancel) to answer NO to questions.

FLIPPING THROUGH INFORMATION



When a yellow triangle appears to the right side of the window, press Button C (or Flip pages) to view another page of information.

STARTING A NEW GAME

1. Select START A NEW GAME at game set-up.
2. Select whether you will play the East or West side. The Trainers, Jockeys, and race locations will differ depending on which side you select.
3. Register your character by entering the name, sex, age (10-49), and surname for your horses. When you use a surname, select whether to create a surname or choose one from a list of names.
4. You will be presented with a 3-year-old and 2-year-old horse in the beginning of the game. Select what type of horses you will own.
5. Name your thoroughbreds.
6. Select a Trainer. Some Trainers may reject you if their stable is full.
7. Select the difficulty level. The amount of money you start with will differ (Beginner: $10,000,000, Average: $5,000,000 and Advanced $1,000,000).
8. Review your game setting. If everything is ok, select YES and begin the game! To change the settings, select NO.

SAVING, QUITTING AND LOADING A GAME

SAVING A GAME

Select QUIT from the Options menu (see page 17). You may save one game in the System Memory and five games in the Cartridge Memory (sold separately). You must have at least 440 blocks available to save games in the first slot of the System Memory and Cartridge Memory, and 515 blocks available to save games in all other slots of the Cartridge Memory.

When there is not enough memory to save your game, delete a previously saved game or initialize the entire memory. To initialize the memory, hold down Button A and press the Reset button. This is the Audio CD Control Screen. Go to System Settings/Memory Manager to adjust the memory. (See your Sega Saturn Instruction Manual for more details).

QUITTING A GAME

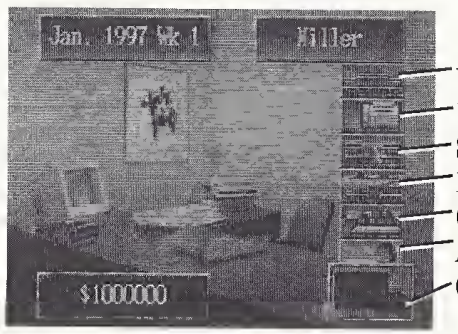
Quit the game by pressing Enter at the question, "Will you quit the game?"

LOADING A GAME

Select LOAD A SAVED GAME at game set-up and select a saved game.

WEEKDAY COMMANDS

There are seven commands in the Weekday Commands.



- Weekend (page 11)
- Info (page 11)
- Stable (page 13)
- Farm (page 14)
- Owner (page 15)
- Assistant (page 16)
- Options (page 17)

WEEKEND



End the Weekday Commands with this command. Continue to the next week or go to the races.

INFO



Here you can get information on the racehorses, Owners and Jockeys.

HORSES

View data on the racehorses you own (see Getting to Know the Horses, page 18). When you flip pages, you can view the horse's race schedule for the last four months. Each square represents one week, the numbers represent the place the horse finished, and "N" represents the next race for the horse.

FOALS

View data on the foals you own.

ALL HORSES

View data on the current status of racehorses divided by region, age, and sex (see Horse Statistics, page 18).

OWNERS

View data on the Owners.

TRAINERS

View data on the Trainers.

JOCKEYS

View data on the Jockeys.

BREEDERS

View data on the Breeders by the farm location.

RIGHTS

View the names of the farms that own the stud's breeding rights.

SCHEDULE

View the race schedule.

Weekly

View the weekly schedule for the list of race locations and name of scheduled races. Select a race to view last week's race results, or the horses registered for the race. "D" indicates a dirt track.

Horses

View the horses' schedule to see what races your horses are eligible to enter within the next ten weeks. The races your horses have entered will be highlighted.

STABLE





Hello and welcome! I'm surprised to see you awake so early. Did you come to visit the Trainer?

TRAINER

INFO

At the stable there are the Trainer, the Jockey, and the Stablers. You should visit the stable often to talk with them to get an idea of how your horses are doing.

Trainer

The Trainer will inform you about which races he's thinking about entering your horse.

Jockey

The Jockey will inform you on how your horse is training at the stable to prepare for the race.

Stabler

The chief Stabler will inform you on the horse's health and condition.

Other

Workers at the stable will inform you about the races and Jockeys.

REGISTER

The Trainer will decide which races to enter your horses. After your level of experience rises, you can register your horses yourself.

To register a horse for a race, view the races your horse may enter by looking at the ten week schedule. Choose which race you wish to register for and select the race.

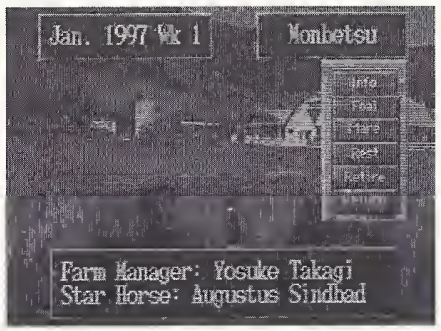
To change Jockeys, select YES when you are asked if you want to change the Jockey. Select a new Jockey from the list of available Jockeys.

TRAIN

The trainer is the expert at training horses. You should trust the Trainer's decisions until you have gained experience.

When you have enough experience, you can tell the Trainer to concentrate training on one of the following areas: Speed, Stamina, Agility, and Balance.

FARM





Welcome to the countryside. Here you can check foals and see their progress. Foals that you have checked here will automatically be checked for you at the auction.

STABLER

TRADE FARM

The farms where horses are bred to be sold to the auction. The two largest Trade Farms are Hayakita and Shizunai, which also care for studs.

OWNER'S FARM

The farms that are owned and managed by horse Owners.

PREP. FARM

The farm raises foals until they are 2-years-old, and prepares them to become racehorses through basic training and supervision. You can visit the Prep Farms only between the months of July and December.

STUD FARM

The Stud Farm specializes in supervising the studs. The two types of studs are the stud owned by the Stud Farm and the syndicated stud jointly owned by several farms.

* With the exception of the two largest Trade Farms, Hayakita and Shizunai, there are no studs at the Trade Farms and Owner's Farms.

The following are two subcommands for the commands above:

Info

Hear information about the farm from the farm manager.

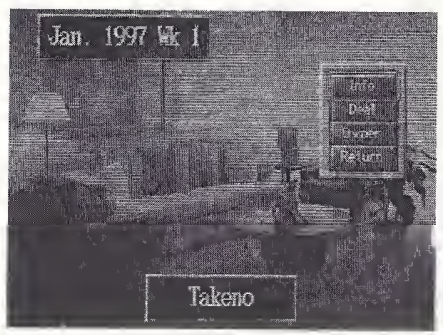
* When viewing the list of Foals, the number on the right refers to the year the foal was born.

Retire

Retire your racehorse to a farm. The Farm Manager will decide whether or not to accept your racehorse. If the horse has a good lifetime racing record, you will receive a high retirement payment. A retired horse, cannot become a breeding horse (a stud or broodmare).

* If you retire a horse to its birthplace, you will receive retirement payment but it may become a breeding horse depending on the lifetime racing record.

OWNER





I was just thinking that you haven't been to a Grade 1 race recently and I was wondering how you are doing.

OWNER

INFO

Talk about the horses that are racing in this week's races and gain insight for your bets. Most of the Owners have an over-enthusiastic outlook for their own horses, so be wary of believing them word for word.

DEAL

When you own a farm, you may buy and sell foals, breeding rights and broodmares. If the trainer informs you of a promising foal, it's a good idea to visit the farm and check the foal. Later, you may want to negotiate a price with the Owner and try to buy the foal.

OWNER

View data on the horse Owners.

ASSISTANT 





ASSISTANT

HORSE RACE TERMS

Look up unfamiliar horse terminology. Red text throughout the game are terms that are located in this dictionary.

TOP 10 HORSES

A list of the top ten registered racehorses with the highest purse.

OWNER'S RANKING

View your rank in relation to other Owners. The ranking is based on your experience level. Your support level from your Stable and Jockey will be displayed.

G1 TROPHIES

View the Grade 1 trophies your horse has won.

HALL OF FAME

If your horse retires with an impressive record, it will be recognized in the Hall of Fame.

OPTIONS 

This is where you can adjust the game settings and save your game.

QUIT

Quit the game you are currently playing (see Quitting a Game, page 10).

RACE

Select which eight types of races you will watch.

MSG. SPEED

Change the message speed to Fast, Average, or Slow.

REPORT

Decide whether you will hear a report from the Jockey after the race.

SOUND

Turn the background music on or off. Change the background music and sound effect from stereo to mono.

CONTROL

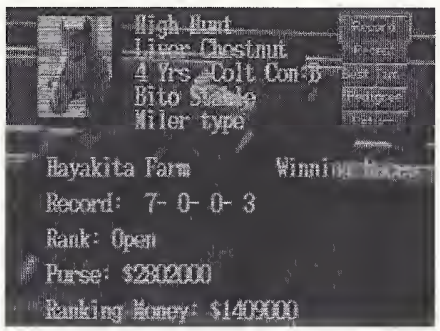
Change from the Control Pad to the Saturn Mouse. See the Saturn Mouse settings on page 9.

SURNAME

Change whether or not you will assign a surname to your horse.

GETTING TO KNOW THE HORSES

HORSE STATISTICS



RECORD

The horse's current record.

Condition (Con): The horse's current condition. A= Superior, B= Good, C= Fair, D= Poor.

Record: The number of times the horse placed first, second, third, and fourth or below.

Rank: The class of the horse (from lowest to highest): Maiden (Mdn.) —>Under $50,000 —> Under $90,000 —> Open (OP).

Purse: The total amount of winning purses to date.

Ranking Money: The ranking money is the total of all first place wins and second place purse wins in graded races. Purses under $100,000 are calculated as $40,000. All other purses are calculated as half of the purse total.

RECENT

The results of the horse's past five races and the name of the upcoming races. The marker "Con" means the track condition (F = Fast, WF = Wet Fast, M = Muddy, S = Slow).

BEST TIME

The horse's best time in 6 furlongs, 1 mile, 1 1/4 mile, and 1 1/2 mile races.

PEDIGREE

Displays three generations of the horse's pedigree.

DISTANCE APTITUDE

When the horse turns 5-years-old, the distance aptitude data will be displayed under the stable name.

All-Round: A horse that races best in a 1 1/8 to 1 1/2 mile race.

Sprinter: A horse that runs quickly in short distance races. A 6 furlong to 1 mile race is best.

Miler: A horse that runs well in short races. A 1 mile to 1 1/4 mile race is best.

Router: A horse that has speed and stamina to run mid-range races such as the 1 1/8 to 1 1/2 mile races.

Stayer: A horse that has consistent speed and stamina to run long distance races over 1 1/4 miles.

TACTICS (TAC)

Every racehorse has a particular racing style. Racing styles can be divided into four main tactics:

Bill Daly (BD): A horse that breaks in front in the start of the race and sets the pace. A horse without sufficient stamina may become exhausted later.

Pacing (P): A horse that usually runs around the second to fourth position behind the Bill Daly horse. This racing style usually allows the horse to run at its own pace and pass the leader later in the race.

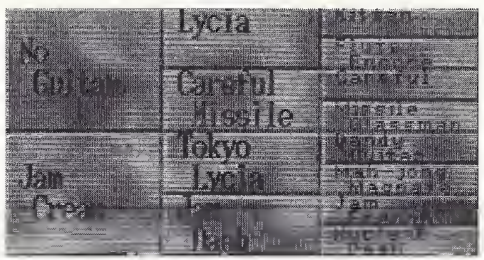
Mid-Pack (MP): A horse that usually runs in the pack after the Pacing horse. Around the fourth corner, it picks up speed to pull out in front.

Rally (R): A horse that usually races in the later pack but breaks forward towards the finish. This racing strategy makes for an exciting victory when the horse pulls straight out from the other horses.

Other racing tactics include Freehand and Inhand.

PEDIGREE

Displays three generations of the horse's pedigree. The sire's name is in green, dam's name in pink. The following is an example of Arthur You's Pedigree:



Arthur You's sire is No Guitar and his grand sire is Lycia. No Guitar is a short to mid-distance runner and Lycia is a mid-range runner. From this lineage, Arthur You is bred for short distances. Since the sire, No Guitar, was especially strong in 1 to 1 1/2 mile races, Arthur You may also race well at these longer distances.

The Way to Inherit Abilities

The sire's and the grandsire's genes are the strongest genes passed on to the foal. Thus, for the foal to inherit good racing abilities, the stud and broodmare must have strong genes. There are, however, cases when winning racehorses produce weak foal, and opposite cases when weak racehorses produce strong foal.

VIEWING DATA

MONTHLY RACING NEWS

In the beginning of each month, you can read a copy of the Monthly Racing News to obtain information on the races and results.

MONTHLY SPECIAL EDITION

The special edition changes every month. Information is printed about Jockey debuts, the current hot horses, new horses, and the auction report. A commentary about the month's stake races are also published.

DATA

The following data is published monthly.

TOP TEN JOCKEYS: A list of the top ten winning Jockeys of the year.

TOP TEN TRAINERS: A list of the top ten winning Trainers of the year.

TOP TEN OWNERS: A list of the top ten money-earning Owners of the year.

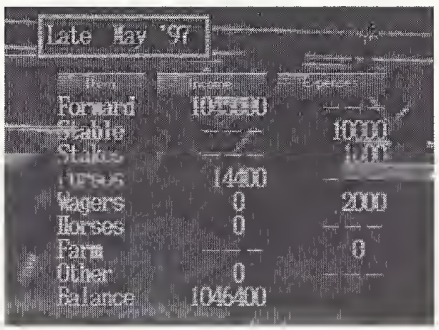
TOP TEN BREEDERS: A list of the top ten money-earning farms of the year.

TOP EIGHT ANALYSTS: A list of the top eight Analysts with the highest return on investment percentages of the year.

BALANCE SHEET AND END OF THE YEAR EVENTS

At the end of the month and year, your horses' record and your balance sheet will be displayed.

BALANCE SHEET



Forward (+): The amount of money forwarded from last month.

Stable (-): The amount paid to the stable. The cost is $5000 per horse per month.

Stakes (-): The amount paid to enter races. The fee depends on the race.

Purses (+): 80 % of the purse money that you have won with your horse.

Wagers (+/-): The amount you won and the amount spent on bets.

Horses (+/-): The amount to sell and buy foals.

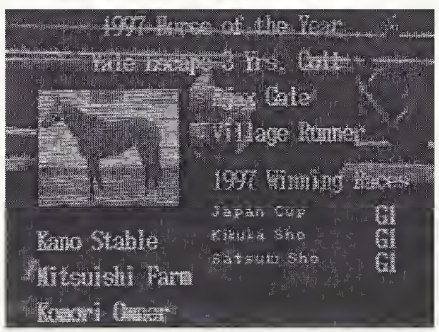
Farm (-): The amount paid for farm fees.

Other (+): The amount received from selling breeding rights.

* The symbols "+" and "-" stand for income and expenses.

HORSE OF THE YEAR

At the end of the year, the most superior horse of the year will be awarded, and 2-year-old foals will join stables.



JOINING THE STABLES

When a foal turns 2-years-old, it will join a stable at the end of the year. Follow the steps below:

1. Name your foal. You may enter an original name or select a name from a list. When entering an original name, you may use between 1 and 8 letters for the foal.
2. Select which stable your horse will join. When you have a promising horse, the Trainer may volunteer to train your horse.

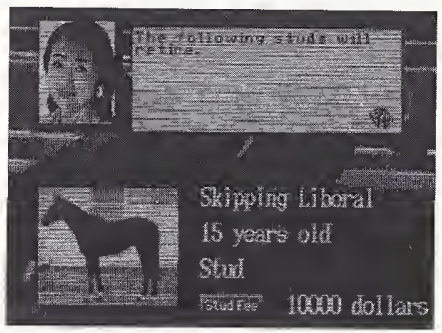
RETIRING THE HORSE

At the end of the year the Jockey and racehorse will retire.

RETIREMENT OF THE RACEHORSE

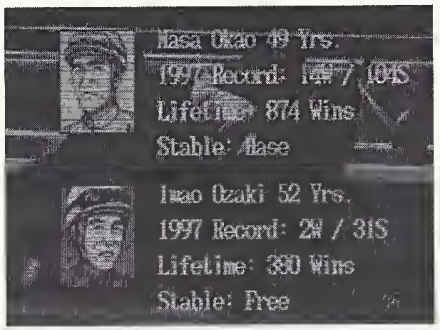
At the end of the year, the Trainer will comment on each of your horses and ask if you will run the horses next year. If you answer NO, the horse will go into retirement. Superior horses with a good lifetime record can become breeding horses (studs or broodmares).

When a horse is retired, it's standings after retirement and the lifetime record will be displayed.



RETIREMENT OF THE JOCKEY

At the end of the year, two Jockeys from the East and West will retire.



* If your Jockey has a high friendship level then he will visit you before retiring.

BUYING BREEDING RIGHTS

When you own a farm (see Setting Up the Farm, page 26), you may obtain the lifetime breeding rights to a new stud. When you own these rights, you are able to breed your stud every year for free until the stud retires.

THE AUCTION

The auction will open in August of every year. Foals from the Trade Farms and foals from the Owner's Farms will be sold at the auction. Follow the five steps below:

1. Participating

In the beginning of August, if you have $100,000, your Assistant will ask you if you wish to participate in the auction.

2. Going with the Trainer

Decide whether or not to go to the auction with your Trainer. If you decide to go with the Trainer, he will give you his opinion of the foals.

3. Auction Commands

Check the new foals you want to auction for by using the following commands:

LIST

View the list of foals at the auction. When you select a foal, you can view the pedigree.

ADVICE

Hear advice from your Trainer.

GUIDE

Your Assistant will give you a guide of the auction.

AUCTION

Participate in the live auction.

RETURN

Quit the auction and return to the game.

4. Bidding at the Auction

You will participate in the auction of the foals that you have previously checked at the farms and on the day of the auction.



Control Pad: Press Button C during the auction to raise the bid by $5000 and press Button B to exit the auction.

Saturn Mouse: Press Button A (or Enter) during the auction to raise the bid by $5000 and press Button B (or Cancel) to exit the auction.

5. Returning from the Auction

When all the auctions of the foals you checked are finished, or when you do not have anymore money, you will return to the Weekday commands.

The September edition of the Monthly Racing News will introduce the foal and yearling that were sold for the highest bid.

SETTING UP YOUR FARM

A horse Owner's dream is to be able to win a derby or major race with one's own horse. Therefore, it is essential to own a farm to train your horses. When you have enough money, you can open your own farm. The cost are described below:

Cost for New Facility:	**$10 million**
Beginning Operations:	**$2 million**
TOTAL	**$12 million**

Other expenses include monthly charges for business operations ($20,000) and $3,000 per horse.

SETTING UP A FARM FOR $12 MILLION

At the end of the year if you have more that $12 million, you will be asked if you would like to set up a farm. If you answer YES, the farm development will begin. Select a Farm Manager who will take care of the daily operations of the farm for you. On your farm, you may breed studs with up to five broodmares during mating season. Then you can either trade the newborn foals at the auction or enter them in races as your own horse.

BREEDING RIGHTS

May is the farm's breeding season. When mating a broodmare and stud, you must pay a fee for the stud's breeding rights. A high quality stud (good pedigree and a history of good past performances), will have high stud fees. A comment from the Farm Manger will be made when you select a stud to mate. Answer YES to the question to continue the breeding process.

FREE: You own the breeding rights for the stud.

FULL: The breeding rights for that stud are sold out.

BIRTHS

If the mating season was successful, then the foals will be born in April of the next year. The broodmare has a slight chance of having a miscarriage.

HITTING THE RACES!

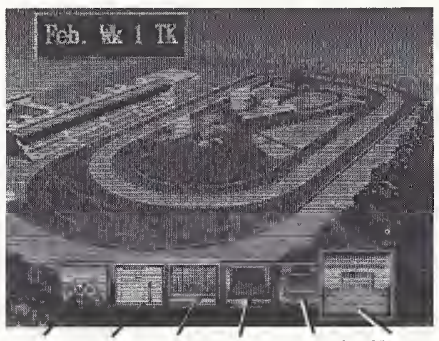
WEEKEND COMMANDS



It is a good idea to view races, even if your horse has not been entered. No matter who you are, you cannot bet if you are under 20-years-old.

ANALYST

The Weekend Commands include the following six commands:



RACE 

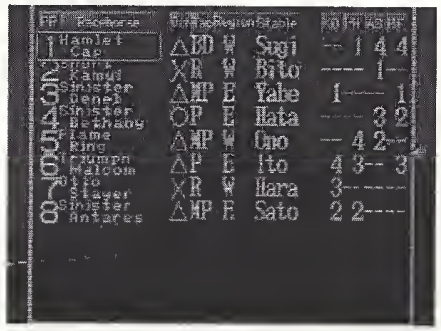
See Viewing the Races on page 30 for a detailed description of the races.

PAPER 

Read the Horse Racing Times to gather data and analyze each horse before the races. Select each horse you would like to read about to get a detailed description.

Info

View the horses' past record and data. Press Button A to flip to other pages.



* The symbols ○ (good), △ (fair) and × (poor) under "Off" represent how well the horse will run on track surfaces rated other than fast. The numbers 1, 2, 3, 4 represent the Analysts' prediction of whether the horse will come in first, second, third, and fourth position. For Tactic abbreviations, please see page 19.

Analysis

Read the race predictions made by each Analyst. The numbers in the black box represent the Analyst's wagers on Quinella and Win bets. The names of the Analysts are listed below:

West	East
DN= Denzo Naito	KO= Keita Ozawa
YT= Yoshi Takano	MI= Mikio Isaka
EW= Eijiro Wakai	AS= Akira Saito
BG= Banta Goto	HF= Hideki Furuta

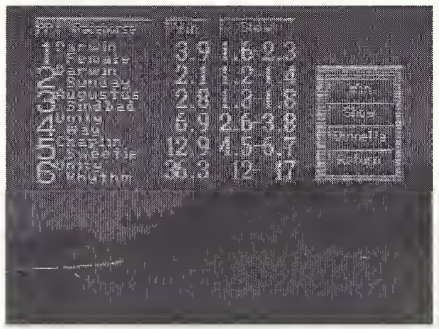
BET

In Winning Post, your character must be older than 20-years-old to place a bet. There are three ways to place bets: Win, Show, and Quinella. The minimum bet is $100 and the maximum bet is $20,000.

WIN: Select the horse who will win in first place.

SHOW: Select the horse to finish in first, second or third position. If there are less than 8 horses entered in a race, select the horse to finish first or second.

QUINELLA: Select the horses to finish in first and second, in either order.



When placing a Win or Show bet, select the names of the horses, and when placing a Quinella bet, select from the pairs of horses who will win. Mark the amount of money to be wagered from the Payoff Mark Sheet.

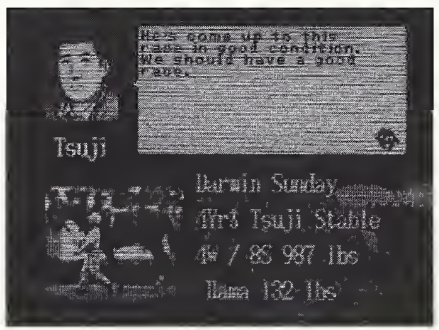
*The numbers under Win and Show represent the odds. For example, if the number under Win is 12.9, and your horse wins, then you will receive 12.9 times the money wagered. If the number under Show is 4.5 - 6.7, and your horse places in first, second, or third, you will receive between 4.5 - 6.7 times the money you wagered.

BOARD

View the race results and the post positions on the tote board.

PADDOCK

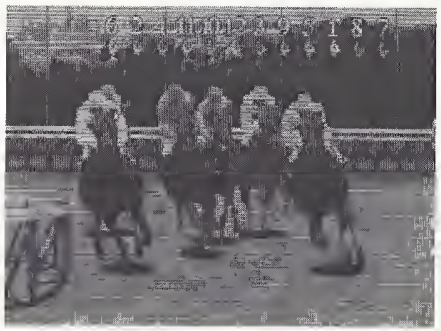
View the condition of the horses before they race. You will receive comments from the Trainer and Jockey at the paddock. When you select a horse, "W" stands for "Wins" and "S" stands for "Starts".



NEXT

Move to the next race or finish all races and return to the Weekday Commands.

VIEWING THE RACES





Horse racing is an intense sport and fun to watch, even if you don't place a bet!

ANNOUNCER

THE BEGINNING OF THE RACE

To watch a race, select RACE from the Weekend Commands. When the your horse is in a game, it will flash in yellow.

FINAL RESULTS AND PAYOFFS

After the race is completed, the final results will appear on the tote board screen. As soon as the official race results are locked in, view your payoff from the race. "PF" on the tote board stands for "Photo Finish".

CONDITIONS AND PURSES

The class of the race is determined by the horse's ranking money.

PURSE AMOUNT (in $ Thousands)	$0	$50	$100	$180
2-YEAR-OLDS	MAIDEN RACE	UNDER $50,000	OPEN	
3-YEAR-OLDS	MAIDEN RACE	UNDER $50,000	UNDER $90,000	OPEN
4 YEAR 7 MONTHS		UNDER $50,000	UNDER $90,000	OPEN

Ranking Money

Purses are earned when a horse finishes a race in the top five. The total of the first and second place purse in a grade race is called "Ranking Money." Purses under $100,000 are calculated as $40,000. All other purses are calculated as half of the purse total.

Special and Grade Races

Special Races offer higher purses and usually end with the names "**Sho**" or "**Kinen**". All Open races are considered "Special Races". Among the Special Races, the most important are the Graded Races which are ranked in the levels of Grade 1 (G1), Grade 2 (G2), and Grade 3 (G3), with Grade 1 being the highest.

RACE PURSES

Purses are awarded for horses who finish in first to fifth place. If the first place purse is $100, the second place horse will win $40, and the third, fourth and fifth horse will win $25, $15, and $10, respectively. The purse for first place will vary for each race.

GRADE 1

PURSE

(in $ thousands)

$1300	Japan Derby, Emperor's Cup (Autumn and Spring), Takarazuka Kinen, Japan Cup, Arima Kinen
$1100	Kikuka Sho
$960	Satsuki Sho, Japan Oaks
$930	Yasuda Kinen, Mile Championship, Sprinter Stakes
$880	Oka Sho, Queen Elizabeth Cup
$530	Hanshin Filly Stakes, Asahi Cup Stakes

GRADE 2

PURSE

(in $ thousands)

$690	Takamatsu Cup
$640	AJCC (American Jockey Club Cup), Nikkei New Year's Cup, Kyoto Kinen, February Stakes, Nakayama Kinen, Hanshin Grand Prize, Nikkei Sho, Osaka Cup, CBC Sho, All Comers, Mainichi Crown, Kyoto Grand Prize
$620	New Zealand Trophy
$600	Milers Cup, Keio Cup Spring Cup, Swan Stakes, Hanshin Himba Special
$580	Meguro Kinen, Argentina Republic Cup, Naruo Kinen
$540	Yayoi Sho, Spring Stakes, NHK Cup, Kobe Times Cup, St. Lite Kinen, Kyoto Times Cup
$520	Oka Sho Trials, Japan Oaks Trials, Rose Stakes
$380	Daily Cup 2 Yr. Stakes, Keisei Cup 2 Yr. Stakes

GRADE 3

PURSE

(in $ thousands)

$460	Diamond Stakes, Asahi Challenge Cup, Stayers Stakes
$450	Sapphire Stakes, Queen Stakes
$430	Golden Cup (East and West), Tokyo Times Cup, Lord Derby Challenge, Keihan Cup, Hankyu Cup, Epsom Cup, Keio Autumn Handicap, Centaurus Stakes
$420	Heian Stakes, Kyoto Himba Special, Kisaragi Sho, Kyodo News 3 Yr. Stakes, Nakayama Himba Stakes, March Stakes, Mainichi Cup, Fuchu Himba Stakes, Negishi Stakes
$410	Kinko Sho, Tanabata Sho, Sekiya Kinen, Kitakyushu Kinen, Niigata Kinen, Kokura Kinen

$400	Keisei Cup, Shinzan Kinen, Queen Cup, Arlington Cup, Flower Cup, Tulip Sho, Crystal Cup, Aoba Sho, Kyoto 3 Yr. Special, Radio Tampa Sho, Chunichi Sports Cup
$320	Fairy Stakes, Radio Tampa 2 Yr. Stakes

OTHER

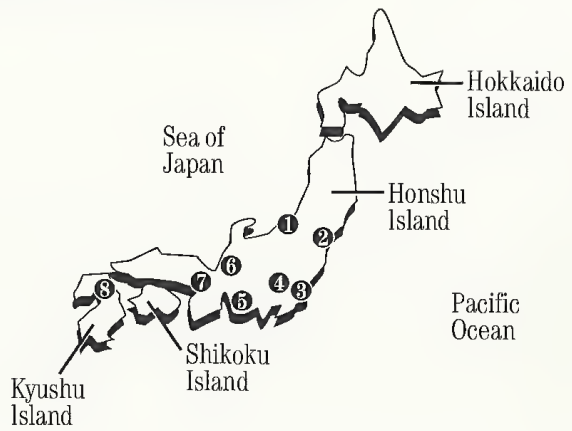
PURSE

(in $ thousands)

$235	Open Special*
$230	Open Special (4-year-olds and up and 3-year-olds and up)
$180	Open Special (3-year-olds)
$150	Open Special (2-year-olds)
$137	Under 90,000 Special
$100	Under 90,000 race
$99	Under 50,000 race Special
$73	Under 50,000 race
$59	Maiden Race (debut race)
$50	Maiden Race

* Classic trial race

THE RACETRACKS

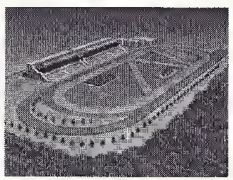


There are eight racetracks in the game located throughout Japan.

*In Japanese horse racing, as in Europe, the horses run counter-clockwise and clockwise around the track. The running direction depends on the racetrack.

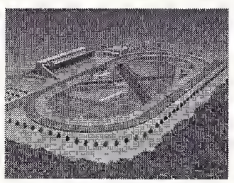
EAST(E)

1. Niigata Racetrack (NG)



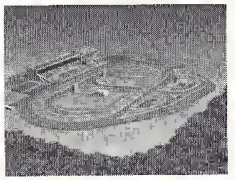
Located on the western side of Honshu island in Toyosaka city near the Japan Sea Coast. The track is divided by an inside dirt course and outside turf course around the third and fourth corners. The track is ideal for high speed races with its level ground, long stretches and tight corners. This is a clockwise course.

2. Fukushima Racetrack (FS)



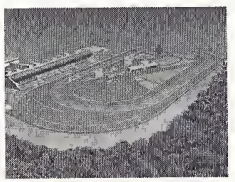
Located in the northern part of Honshu island in Fukushima city. A small but adequate track with a one mile turf course. The track is fairly level and is the shortest main course in Japan. This is a favorable course for horses who set the pace at the beginning of the race and for horses who run well in the group. The inside dirt course is 6 furlongs in length. This is a clockwise course.

3. Nakayama Racetrack (NY)



One of the two major horse racing tracks in Tokyo. The two inner and outer tracks are used depending on the length of the race. The corners of the inner track are very steep. The key to racing on this track is to remember a sudden incline at the home-stretch. This is a clockwise course.

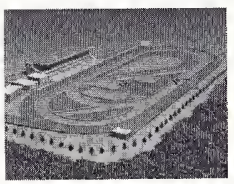
4. Tokyo Racetrack (TK)



Eastern Japan's major racetrack. It is a wide racetrack where the horses run counter-clockwise around the track. There is a noticeable incline around the back-stretch of the course and a difficult 1/4 of a mile incline in front of the grandstands on the home-stretch.

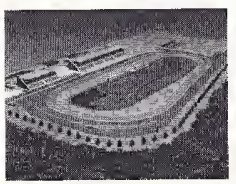
WEST(W)

5. Chukyo Racetrack (CK)



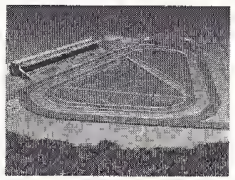
Located in Nagoya, a large metropolis on Honshu island between Tokyo and Osaka. At this track the horses run counter-clockwise, like at Tokyo Racetrack. The course is called Japan's best turf course because of the draining soil, making it easy for horses with speed to win. The dirt course, on the other hand, is deep in sand and difficult to run, but ideal for horses with lots of power.

6. Kyoto Racetrack (KT)



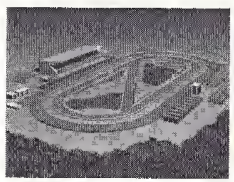
Western Japan's premier racetrack located on central Honshu. There is a difficult part of the track called the "Kyoto Slope" referring to the steep incline after the third corner. There is an inside and outside track between the third and fourth corner, and only Jockeys who have a great amount of skills can ride the outside track. This is a clockwise course.

7. Hanshin Racetrack (HS)



Another popular racetrack located in the southern part of Honshu island in the city of Takarazuka. This track is unique for using foreign turf that doesn't die during the winter. This turf is well seeded making it an ideal course for powerful horses. This is a clockwise course.

8. Kokura Racetrack (KK)



Located in Japan's southern island Kyushu in the city of Kitakyushu. The turf course is a smaller track of one mile with tight corners. The start of the course begins to incline then after the second corner, begins to decline and then flatten out. On the whole, it is a fairly level track. The horses run counter-clockwise.

LIST OF RACES

Month	Week	East/Grade	West/Grade
January	1	Golden Cup (East) G3	Golden Cup (West) G3
January	2	Keisei Cup G3	Heian Stakes G3
January	3		Shinzan Kinen G3
January	4	AJCC (American Jockey Club Cup) G2	Nikkei New Year's Cup G2
February	1	Diamond Stakes G3 Queen Cup G3	Kyoto Himba Special G3
February	2	Tokyo Times Cup G3	Kisaragi Sho G3
February	3	Kyodo News 3 Yr. Stakes G3	Kyoto Kinen G2
February	4	February Stakes G2 Meguro Kinen G2	
March	1	Nakayama Himba Stakes G3	Arlington Cup G3
March	2	March Stakes G3 Yayoi Sho G2	Milers Cup G2
March	3	Flower Cup G3	Tulip Sho G3
March	4	Wakaba Stakes (Satsuki Sho Open) Nikkei Sho G2	3 Yr. Filly Special G2 (Oka Sho Trials)
April	1	Spring Stakes G2 (Satsuki Sho Trials)	Mainichi Cup G3
April	2	Lord Derby Challenge G3	Osaka Cup G2
April	3	Crystal Cup G3	Oka Sho G1
April	4	Satsuki Sho G1	
May	1	Sweet Pea Stakes (Japan Oaks Open) Keio Spring Cup G2	
May	2	Aoba Sho G3 3 Yr. Himba Special G2 (Japan Oaks Trials)	Spring Emperor's Cup G1
May	3	NHK Cup G2 (Derby Trials)	Kyoto 3 Yr. Special G3
May	4	Yasuda Kinen G1	

June	1	Japan Oaks G1	
June	2	Japan Derby G1	
June	3	New Zealand Trophy G2	Hankyu Cup G3
June	4	Epsom Cup G3	Takarazuka Kinen G1
July	1		Kinko Sho G3
July	2		CBC Sho G2
July	3	Radio Tampa Sho G3	Chunichi Sports Stakes G3
July	4	Tanabata Sho G3	Takamatsu Cup G2
August	1	Sekiya Kinen G3	Kitakyushu Kinen G3
August	4	Niigata Kinen G3	Kokura Kinen G3
September	1	Keio Autumn Handicap G3	Asahi Challenge Cup G3
September	2	All Comers G2	Kobe Times Cup G2
September	3	St. Lite Kinen G2	Sapphire Stakes G3
September	4	Queen Stakes G3	Centaurus Stakes G3
October	1	Mainichi Crown G2	Kyoto Grand Prize G2
October	2	Fuchu Himba Stakes G3	Kyoto Times Cup G2 (Kikuka Sho Trial)
October	3		Daily Cup 2 Yr. Stakes G2 Rose Stakes G2 (Queen Elizabeth Trials)
October	4	Autumn Emperor's Cup G1	Swan Stakes G2
November	1	Negishi Stakes G3	Kikuka Sho G1
November	2	Keisei Cup 2 Yr. Stakes G2	Queen Elizabeth Cup G1
November	3	Argentina Republic Cup G2	Mile Championship G1
November	4	Japan Cup G1	
December	1	Stayers Stakes G3	Hanshin Filly Stakes G1
December	2	Asahi Cup Stakes G1	Naruo Kinen G2
December	3	Sprinter Stakes G1	Hanshin Himba Special G2
December	4	Fairy Stakes G3 Arima Kinen (Grand Prix) G1	Radio Tampa 2 Yr. Stakes G3

*Horses that win the races listed below gain entry to the respective G1 races:

Satsuki Sho: Yayoi Sho, Spring Stakes (Top 3), Wakaba Stakes (1st place)

Oka Sho: Oka Sho Trials (Top 3), Anemone Stakes (1st place) Tulip Sho (1st place)

Japan Derby: NHK Cup (Top 3), Aoba Sho (1st place), Satsuki Sho (Top 3)

Japan Oaks: Oaks Trials (Top 3), Sweet Pea Stakes (1st place), Oka Sho (Top 3)

Kikuka Sho: St. Lite Kinen (Top 2), Kobe Times Cup (Top 2), Kyoto Times Cup (Top 3)

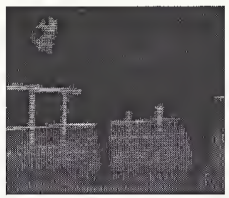
Queen Elizabeth Cup: Queen Stakes (Top 2), Sapphire Stakes (Top 2), Rose Stakes (Top 3)

CHARACTER PROFILES

The following are profiles on some of the stronger horses, Trainers and Jockeys.

HORSES

Steel Lion




Stud, 5-years-old, Black

Taka Stable (West)

Sire: Horasky/Dam: Marilyn Map

The horse has had an unfortunate start. After a late debut, he was rested from spring to summer at 3-years-old. He made a great comeback by placing in the Kyoto Times Cup and received early registration for the Kikuka Sho. Although he was not favored to win in the Kikuka Sho, he had an intense competition with the favored horse, Moonbeam Storm, and won the race. After that, he raced Moonbeam Storm again at the Arima Kinen (Grand Prix) to place second and at the Spring Emperor's Cup he displayed his power to capture first place. This year this monster has an endless amount of stamina and is in excellent health.

Black Legend



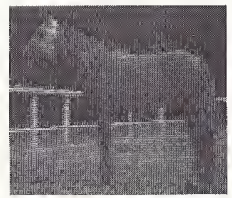

Colt, 4-years-old, Gray

Sato Stable (East)

Sire: Okra Cap/Dam: Windsor Amazon

In the maiden race he place second and then made six consecutive wins thereafter. After the seventh win at the Satsuki Sho, there was apparent stress on the front right leg causing him to miss the Japan Derby. Upon his comeback, he qualified for the Kyoto Times Cup, but placed second behind Circle Ring. At the Arima Kinen (Grand Prix), however, he beat the veteran horses and won first place. He was awarded the title of "Horse of the Year" and "Best 3-year-old Colt." His pedigree makes him a good sprinter, so he is concentrating on the next short distance Grade 1 race.

High Hunt



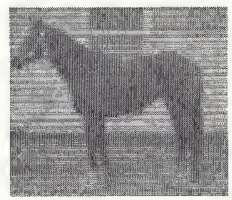

Colt, 4-years-old, Chestnut

Bito Stable (West)

Sire: Soccer Angel/Dam: Maple Vampire

At his debut, he had an obvious poor disposition. He won races when prepared, but never ran when his heart wasn't in the race. At the Violet Stakes he tossed off the Jockey and at the Wakaba Stakes he hit the inside gate latch injuring his leg. The spring Classics season was wasted. Coming off the layoff, he seemed more settled. In his comeback race at Swan Stakes, he made a terrific time, tying the Japan record. He had successive wins at the Mile Championships and Sprinters Stakes and gleamed as the Best Sprinter.

Third Stage



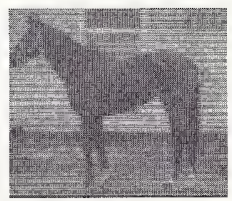

Colt, 3-years-old, Bay

Aota Stable (West)

Sire: Todai Lord/Dam: Yellow Strip

As the offspring of the great horse, Todai Lord, this horse's career looked promising from the start. He won successively at the 2-year-old debut race and Radio Tampa 2 Yr. Stakes by two horse lengths. His sire and grand sire had similar racing style of showing great victory without overexerting their strength. His bay colored coat, sleek figure and transparent like skin resembles his sire exactly. The Satsuki Sho will be the first race in his shot at becoming a Triple Crown Winner, a dream his sire was unable to achieve.

Yale Escape




Colt, 3-years-old, Bay

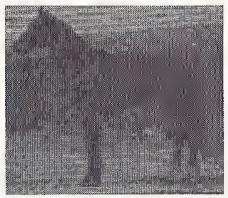
Kano Stable (East)

Sire: Ajax Gale/Dam: Village Runner

This colt is always the first out of the shute and continues to run in front with superior speed. His style resembles his sire, Ajax Gale, who ran past all the horses and remained in front from the start to finish in the 1990 Japan Derby.

His pedigree makes him a strong distance runner with high stamina. He is a top contender as the Triple Crown Winner.

Otto of America



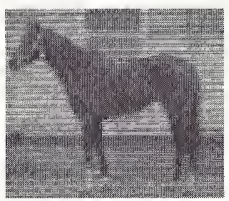

Colt, 3-years-old, Black

Hara Stable (West)

Sire: Sunday Peace/Dam: Diana Actress

After his sweeping victory at his debut race and two consecutive wins at the Momiji Stakes and the Kyoto 2 Yr. Stakes, he was awarded Champion of the Western 2-year-olds. Aiming to become the champion of the East and West, Otto of America entered the Asahi Cup Stakes. Tired from traveling, he lost first place to Yale Escape by a neck. Overcoming his sensitivity to his environment is the task that lies ahead for this promising young horse.

Circle Ring



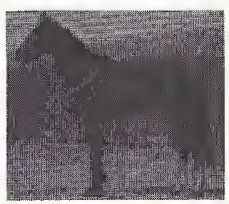

Colt, 4-years-old, Gray

Hoshi Stable (West)

Sire: Tamarin Circle/Dam: Milton Jonquil

This horse was a typical late developer. It took him four races to break his maiden and another four races to break out of the under $50,000 class races. With his second victory, however, he broke his losing streak. He's shown an ability to change his tactics at will by winning the Mikawa Special and Kobe Times Cup using Mid-Pack and Bill Daly tactics respectively. In the Kikuka Sho, he shook off Dark Legend to achieve a Classics title with his fourth consecutive win.

Fast Sappho




Filly, 3-years-old, Brown

Naito Stable (East)

Sire: College Helios/Dam: First Sapphire

Even before her debut, she was noticed by everyone and was valued at the auction for $1.2 million. In her debut race, there were high expectations and she won five lengths ahead of the second place horse. In her second race, she

got off to a bad start and placed fifth, but at the Keisei 2 Yr. Stakes she placed second just a half a length behind Yale Escape. She was the most favored horse at the Hanshin Filly Stakes, the race to decide the 2-year-old Filly Champion, and finished in first place. In 1996, she was named the Best Filly of the Year.

TRAINERS

Shoji Oka (East)



An honest character who believes in training the horse to perfection without straining the horse. He will not run the horse, if he has the slightest doubt about the horse's condition. Recognized as one of the most reliable trainers, several prominent owners patronize his stable.

Kazuo Ito (East)



A young, 40-year-old trainer. Modeling the training techniques he learned while living in England, he creates a training environment in which the horse can relax. He believes in the importance of forming personal contact with the horse in order to form a trusting relationship.

Haruo Taka (West)



He was called a master in his jockey days and has proved to be a talented trainer as well. His distinguishing feature is his gentleness to the horses and people. He has earned the trust of many stablers with his leadership abilities. He is the father of Jockey Ryo Taka.

Shuji Bito (West)



As head of a distinguished stable with a long history, he has a high level of trust and continues to win races every year. He's also gathered an impressive group of trusting stablers. His strong point is that he knows many of the top Western Jockeys and can choose from a wide range of riders.

JOCKEYS

Yukio Okaji (Free)



Anybody can recognize him as Japan's number one Jockey. No matter what horse he mounts, he puts his exceptional talent into every ride. He continues to hold the top position with his excellent standings. He is a mentor to many young jockeys.

Shoji Minami (Free)



He is one of the most trusted Jockeys in the West. He has plenty of force when coming into the final stretch. Although he usually races in the West, he has also raced in the East and has set very high records.

Ryo Taka (Free)



A young genius who was on the path to stardom since his first debut year. He is very perceptive in feeling the type of course and the horse's condition. His one weakness is his tendency to push through the race with sheer force and create a rough ride.

Taro Seda (Free)



A distinctive jockey from the West who has a character of a champion. He changes his riding technique based on the horses condition. For that reason, he still he maintains a good life-record, even when he rides fillies whose conditions change easily.

HISTORY OF HORSE RACING IN JAPAN

EARLY STAGES

The first records of Japanese horse racing can be traced to religious ceremonies for the Imperial Court in the 8th century. These exhibitions were expanded to almost all of the major shrines and temples throughout Japan. By the 11th century, this religious practice evolved into a competition between mounted samurai. The samurai style of racing set the Japanese horse racing trend until Westerners began to settle in Japan around the 1860's. Western-style horse racing was encouraged and by the 1870's the first foreign thoroughbreds were imported to Japan. By the early 1920's, this form of racing was prevalent in most metropolitan areas. Legalized betting, horse racing organizations and famous derby's followed as a result of an increased interest of the new sport.

POST-WAR BOOM

Although horse racing came to a halt during World War II, the pace quickly picked up again in the post-war era. Supervision of the sport was assumed by the Ministry of Agriculture, Forest and Fisheries, the horse racing meetings resumed, and a new betting system, "Quinella", was adopted. Three main horse racing associations were established to further guide the sport. The first was the Japan Racing Association (JRA) established in 1954, the second was the National Association of Racing (NAR) established in 1962, and the third was the Japan Association for International Horse Racing (JAIR) established most recently in 1993.

THE NEW IMAGE

For many years, gambling on Japanese horse racing was stigmatized with a negative image attracting the mainly male, blue collar workers and Japanese Mafia members. Due to the recent cleaned up image of Japanese racetracks, and the acceptance of gambling as a respectable leisure sport, more university students, office ladies and businessmen have been attracted to horse racing. More women and families are attending horse racing to view the races rather than to gamble. The recent high-tech developments in betting style has reached many bettors as

well. In fact, in a typical year, Japan's local and national courses may reach 26 million race viewers with purses totaling ¥157 billion!

BETTING TECHNOLOGY

Betting on horse racing in Japan has become much easier due to the recent improvements in betting technology. In Japan, you are able to bet on-site, off-site, at your local convenience store and even from your PC at home! Even though racetracks in Japan may have up to as many as 1800 betting windows or 700 off-site betting windows, Japan has expanded a betting network system to three impressive systems described below.

1. **CRT (Computer-terminal System)** the bettor speaks to an operator who places your bet or **ARS (Auto Response System)** where the bettor can place bets using a touch-tone phone.
2. **SAT (Satellite Access Terminal)** the bettor acquires a JRA Subscriber Identification card and a password to place bets at one of the SAT systems located in convenience stores. The bet amount is directly withdrawn from their bank account and payouts are deposited automatically.
3. **PAT (Personal Access Terminal)** the bettor can go on-line with their PC or a TV game system to place bets and read information about the races.

Sources

1. "King of Sports 1995: A Guide to National Racing in Japan," The Japan Racing Association.
2. "1995 Horse Racing in Japan," The Japan Association for International Horse Racing.

WARRANTY

90-Day Limited Warranty

Koei Corporation warrants to the original consumer purchaser that this game CD shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Koei will repair or replace the game CD, at its option, free of charge.

To receive this warranty service:

1. Send in your Registration Card.
2. Save your sales receipt, **indicating date of purchase**, and the UPC code found on the game packaging.
3. If the game is covered under a store warranty, return the game CD to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period and is not covered by a store warranty, notify Koei Corp. by calling **Customer Service at (415)348-0500, between the hours of 9 a.m. to 4:45 p.m. Pacific Standard Time, Monday through Friday.**
5. If the Koei Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number prominently on the outside packaging of the defective game CD, enclose your name, address and phone number, and return the game CD FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales receipt the UPC code within the 90-day warranty period to:

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Online Information

Compuserve:GO VIDPUB, Library section 4. Compuserve can be obtained by calling 1-800-524-3388 and asking for Rep. 606 to receive a free introductory membership. $15 usage credit, and one month of basic service free.

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